Subject: READ: CPI - 1.6 XP bug fix, 1.6.1 hot fix, Marble Hunt known issue (in 1.6.1)

Date: Wednesday, October 4, 2017 at 11:58:22 AM Pacific Daylight Time

From: Ross, Katie

To: #DI GX GSR

CC: #DI GE Management and Team Leads, #DCPI GX Product Services

Hi all,

There are a few things happening on Club Penguin Island in fairly quick succession:

- **1.6 - XP issue:** CPI - Not being awarded XP - Kel-22938

  Looks like: players do challenges, games etc but are not awarded XP (or XP looks like it is added then reset)
  Update: the team is hoping to have this fix on live by EOD today (Wed. October 4th) - I will confirm in the Slack channel once the release is confirmed
  Support: Once it is confirmed on Live we can add coins to the players accounts that previously contacted us (tickets attached to the article *CPI - Not being awarded XP - Kel-22938*). Mini games cost 40 penguin coins, daily challenges are about 20 – 30 penguin coins. You can error on the side of generosity (but not CP Classic style of thousands of coins unless the player claimed they purchased and used a mass of mini game which are no longer showing in their inventory).

- **1.6.1 launch**

  Release plan: Will be slowly released on Android as it contains an update required for featuring, but contains known issues. This means that players that upgrade to 1.6.1 will not see players on 1.6.0.
  Known Issue: Marble Hunt bug – this is the reason for a potentially slower than normal forced upgrade. The team is looking to REMOVE Marble Hunt from the stores in 1.6.1 so it can't be purchased.
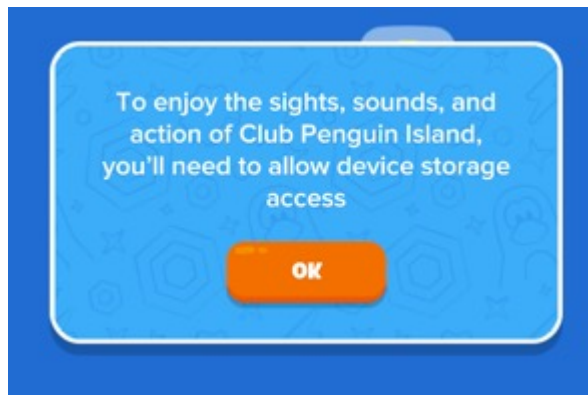 **Support:** Players on 1.6.1 are encouraged to hold on to their current inventory of Marble Hunt games until it reappears in the store (there will also be Social messaging)

- **Details of 1.6.1 release:** Guest facing changes include:
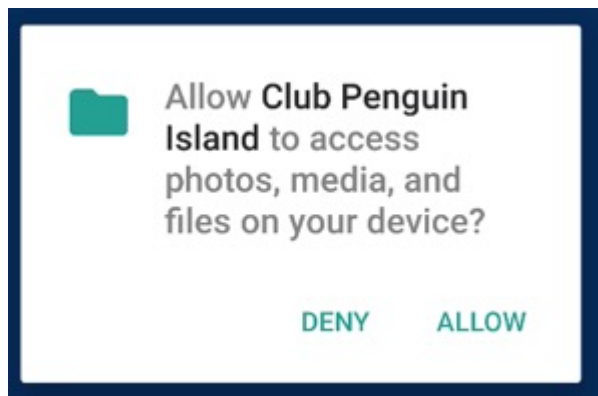
  - Fixed FTUE issues
    - default button actions rather than Jackhammer actions
    - Occasionally screen would go blank at cannon tutorial
  - Fixed launch of Ink or Swim with 2 players
  - Android install change on OS 6.0: Addition of an educational prompt when downloading the app from the Google Play store on **Android OS 6.0** only (Marshmallow)

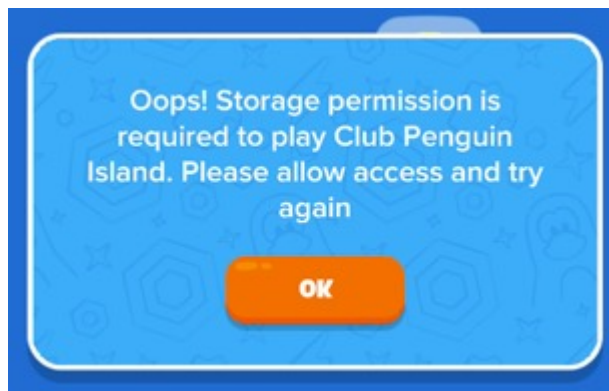 **Walkthrough when downloading app:**

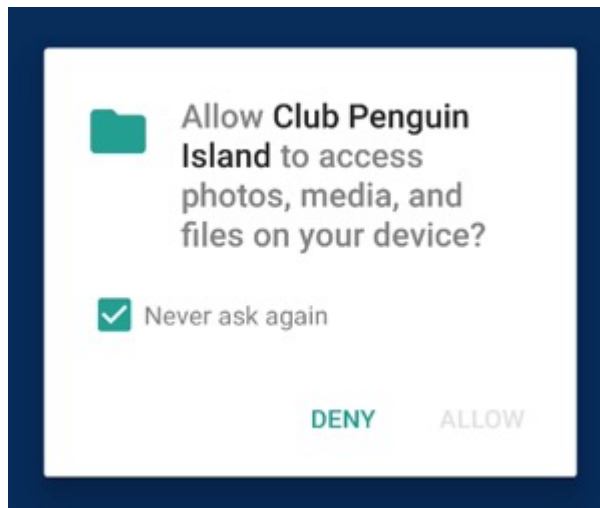 - Only Android 6.0 devices will see this first education prompt:

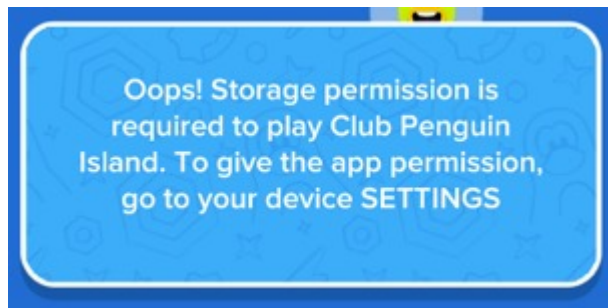- All players installing the app will see this prompt:

- If the player chooses **Deny**

- They will then have the option to allow again.
- If a player had selected the check box that says "Never ask again" **and** chooses **Deny** (shown below):

- They will receive this message:

There is a screen capture of this flow attached that also walks through where to change the setting on that device although the exact steps could vary.

NOTE: If the pop up window does not close the Guest will need to relaunch the app.

Let me know if you have any questions!

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